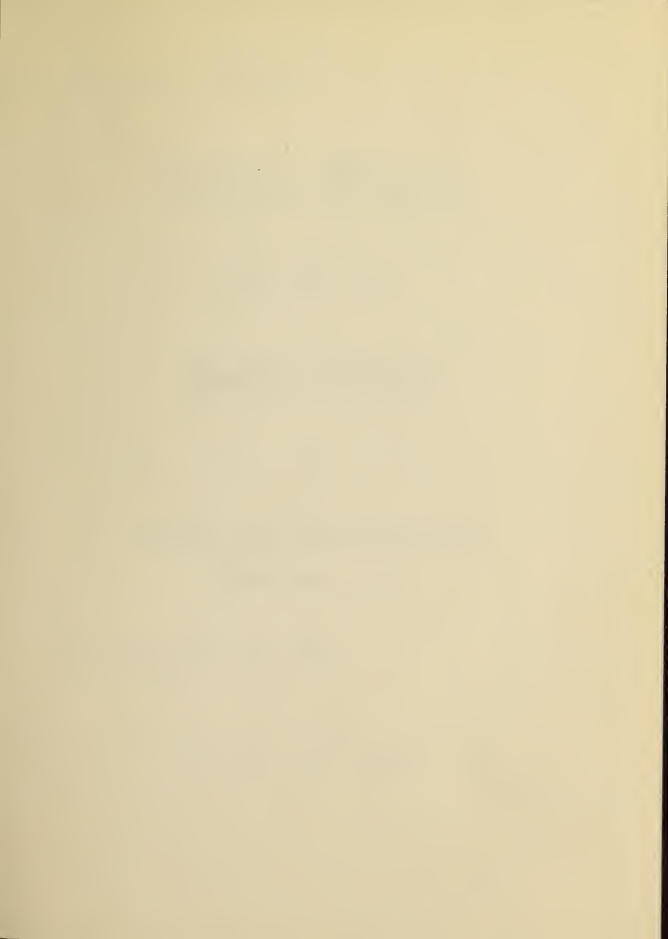
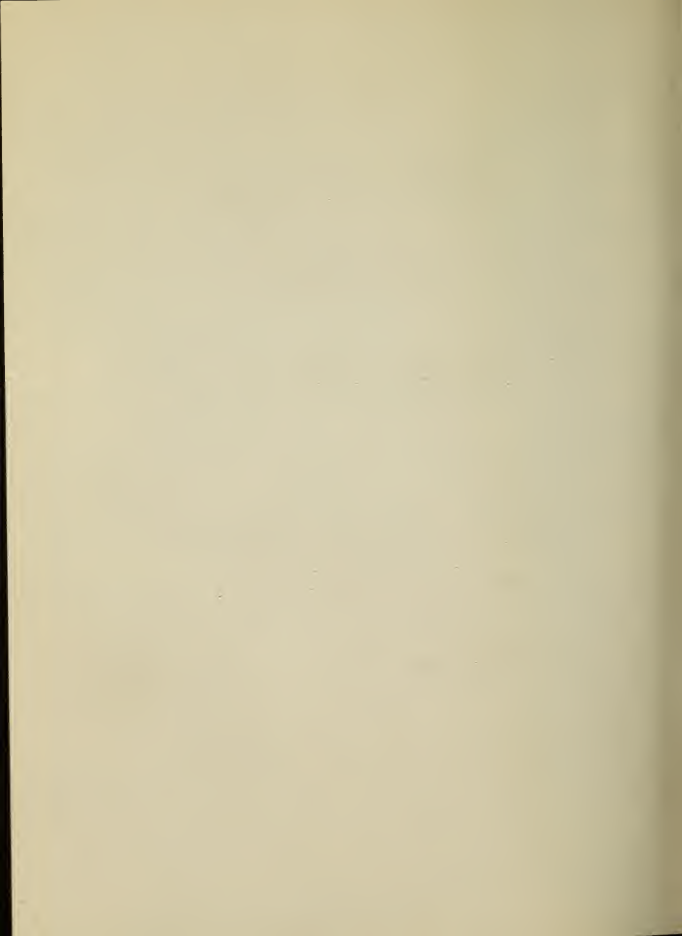


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.J6 L9
1916
Copy 1

Joffre-Whist

PRICE, 50 CENTS





Lynch, Elliott

Joffre-Whist

PRICE 50 CENTS

Joffre-Whist



Rules and Regulations With Score Card

Copyrighted, Lynch-Whist 1909

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NEW YORK

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68 WEST 39TH STREET

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No. 1.

P R E F A C E

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ms. May 17/16

This game was invented in 1909 and called Lynch-Whist and renamed Joffre Whist in 1914. The score has been changed from the original to subordinate the saving of honors to the winning of tricks; and to preserve the science of Whist, with the added interest that Joffre-Whist gives.

The values of the suits have been arranged for bidding.

Spades and Diamonds are placed below Clubs and Hearts as they contain Joffre, which more nearly equalizes their trump value.

The following Principles and Rules are taken from Whist, with such changes as Joffre-Whist calls for and are given in a concise form, so as to be convenient for the "Joffre" student.

ELLIOTT LYNCH.

New York City,
April, 1916.

GENERAL PRINCIPLES.

The two most important matters in Joffre-Whist are, to make the best use of any combination of cards that you may hold, and to give information to your partner.

All Whist rules and leads govern Joffre except when otherwise stated.

Cut and deal as in Whist.

Cards rank Ace high to Deuce low.

MAKING TRUMPS.

Players bid to make the trump, announcing the trump they bid on. Dealer starts by bidding one or more, according to the number of tricks he can win over six, or passes to player on left. Each player has the opportunity of bidding, passing, or raising partner's bid. Bidding is closed on reaching the highest bid. Players making trump, failing to score the number of tricks bid, opponents score Reversed tricks.

Bid on the suit that will win the greater number of tricks regardless of value.

The following combination of cards are safe to bid on:

6 cards including 1 honor.

5 " " 2 honors.

4 " " Ace, King, Queen.

BIDS.

Bids are to inform your partner what you hold in your hand. The dealer may bid or pass. To win the trump a player must bid a higher suit or a greater number of tricks. If the dealer passes the second player should bid as though he were dealer.

An original bid of one should contain Ace or King, with five or more in suit.

An original bid of two means length but not strength or a suit containing four honors.

Holding only one card in suit partner is bidding on, bid on your strongest suit to inform partner your weakness in his suit.

Do not raise partner's bid unless you hold two or more cards in his suit and two outside tricks.

Pass when your adversaries bid on a suit that you are strong in.

A singleton is worth one trick.

A suit void is worth two tricks.

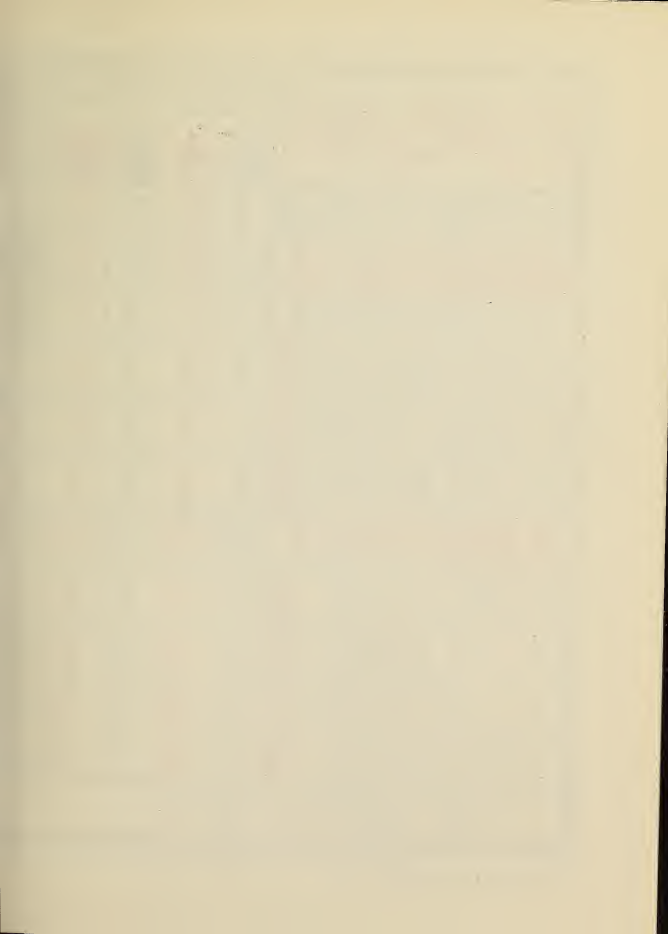
TRUMP ATTACK.

Players bidding on trump attack must name the suit they bid on; example: One trump attack on clubs; two trump attack on spades, etc; a successful trump attack on any suit raises the score value of that suit to 15.

Bid for a trump attack when you have
Three suits protected,
Two Aces and a guarded King,
Three Aces.

Bid on the suit that will force out trumps and establish your suits.

Partners making trump attack must open with trumps and must lead three rounds of



JOFFRE WHIST

VALVES



TRUMP
ATTACK

EACH TRICK OVER SIX

9 10 11 12 15

REVERSED TRICKS

18 20 22 24 30

ACE OF TRUMPS

2 2 2 2 2

KING OF TRUMPS

2 2 2 2 2

QUEEN OF TRUMPS

2 2 2 2 2

JACK OF TRUMPS

2 2 2 2 2

TRUMP HONORS

JOFFRE 10 DIAMONDS
2 SPADES

15 15 15 15 15

FOUR ACES

8 8 8 8 8

FOUR KINGS

8 8 8 8 8

FOUR QUEENS

8 8 8 8 8

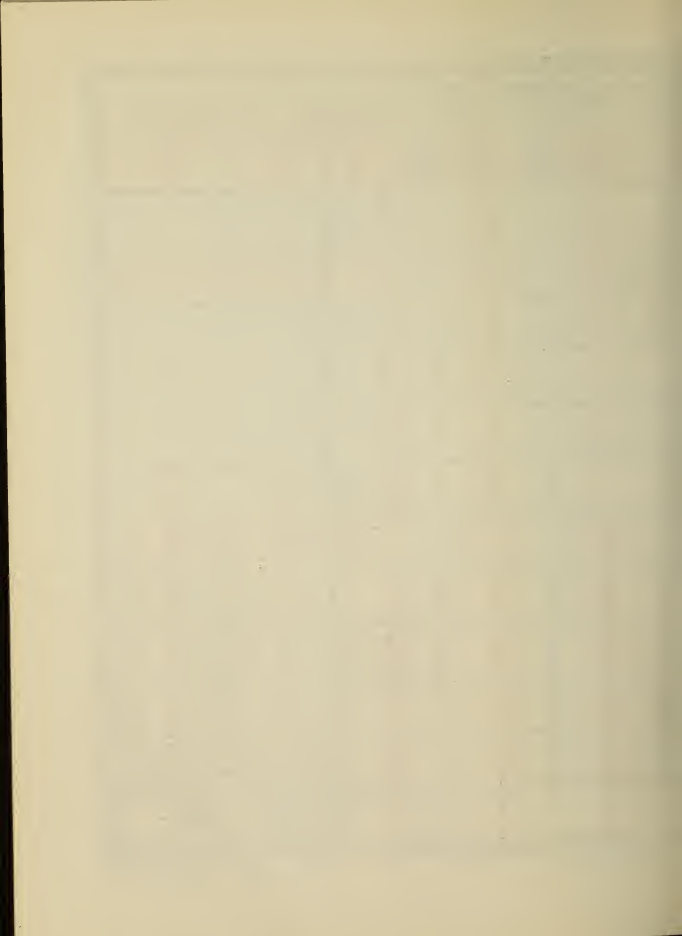
FOUR JACKS

8 8 8 8 8

ROYAL HONORS

GAME 100 POINTS

[illegible]



trumps before changing to a plain suit, unless adversaries' trumps are exhausted. Player on left of maker leads. Play as in Whist.

HONORS.

Trump Honors are Ace, King, Queen and Jack of Trumps, and score the partners winning them.

Royal honors are four honors of a kind and score the partners winning them.

JOFFRE.

Partners winning 10 of diamonds and 2 of spades score. No score for split Joffre.

LEADS.

Leads are to inform your partner what you hold in the suit.

ACE LEADS.

Ace and King, lead the Ace.

“ “ four cards, lead the Ace

“ Queen, and Jack, lead the Ace.

KING LEAD.

King, Queen, lead the King.

QUEEN LEAD.

Queen, Jack, Ten, lead the Queen.

JACK LEAD.

King, Queen, Jack and two others, lead the Jack.

TEN LEAD.

King, Jack, Ten, lead the Ten.

SMALL CARD LEAD.

Fourth best in the longest suit that has an honor.

SHORT SUITS.

A short suit contains less than four cards.

In a short suit without an honor lead the highest card below the Ten.

Never lead a short suit, if you have four trumps, unless your trumps are weak.

LEADING FROM A SEQUENCE.

A sequence is composed of two or more

cards with at least two honors that touch,
as:

Ace, King, Queen and others.

King, Queen, Jack “ “

Queen, Jack, Ten “ “

Lead the highest card, followed by the
lowest.

TENACE.

A Tenace is composed of the best and
third best card of any suit; let the suit come
up to you and finesse with the third best
card, by playing it and hold the best card
to control the suit.

In a weak suit lead the highest card.

In a long suit, without an honor, lead the
highest card below the Ten.

When you lead a high card and do not fol-
low with another high card, lead your
fourth best.

If you hold the best card of your part-
ner's suit, lead it before opening your own.

On the second round of any plain suit, play the best card, if you hold it.

Lead your highest card when returning your partner's suit.

Never lead up to a strong adverse hand.

Never lead trumps up to the maker.

Never lead low from an Ace.

DISCARDING.

Discard from your longest suit, if the adversaries lead out trumps. In all other leads, discard from your short suit. Discard unguarded Honors and Joffre on your partner's tricks, as they score the partners winning them.

A revoke deducts 15 points.

Game: 100 Points.

Rubber: Best two out of three games.

JOFFRE-WHIST GAMES.

STRAIGHT JOFFRE.

Straight Joffre is played by the same partners throughout the game.

CIRCUIT JOFFRE.

In playing Circuit Joffre, partners are changed after each game of four hands, for three games.

PROGRESSIVE JOFFRE.

Progressive Joffre is played with three or more tables. Partners scoring highest advance to the next table after each game of four hands.

THE RUBBER.

Partners are changed after winning two out of three games of 100 points.

DUPLICATE JOFFRE.

Duplicate Joffre is played with eight

duplicate boards, the same as Duplicate Whist. On the original play the arrow points North; as each hand is played the maker turns up a trump card, and returns the hand to the pocket of the tray, leaving the trump exposed for the return game.

On the duplicate play, the arrow points East, and hand B plays hand A, and hand A plays hand B.

The location of the exposed card in each board, locates the maker, and the trump to be played.

MAKING TRUMPS IN DUPLICATE JOFFRE.

Dealer declares trump, or passes to player on left.

Player on left failing to make trump, dealer's partner must declare.

Player on left of maker leads.

VALUE OF TRICKS IN JOFFRE-WHIST.

| | | | | | |
|------|-----|-----|-----|-----|-----|
| 1 | 9 | 10 | 11 | 12 | 15 |
| 2 | 18 | 20 | 22 | 24 | 30 |
| 3 | 27 | 30 | 33 | 36 | 45 |
| 4 | 36 | 40 | 44 | 48 | 60 |
| 5 | 45 | 50 | 55 | 60 | 75 |
| 6 | 54 | 60 | 66 | 72 | 90 |
| 7 | 63 | 70 | 77 | 84 | 105 |
| Slam | 118 | 125 | 132 | 139 | 160 |

WHAT TO AVOID IN PLAYING JOFFRE.

Avoid continually looking at your hand,
keep your eyes on the table and note
the cards played.

Avoid holding trumps too long.

Avoid an original lead of a low singleton.

Avoid over bidding your hand.

Avoid Over-looking the fact that you have
a partner.

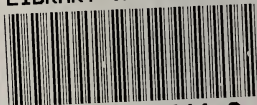
Avoid forgetting the bids.

Avoid passing a trick when you can take it,
unless you have reasons for refus-
ing it.

Avoid misleading your partner by your
bidding or your leads.

Avoid conversation during play.

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